

# The Quantum Equivalence Principle

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# Taming the wild beast of indefinite causal structure

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## Classical

The Equivalence Principle. For any point, it is possible to find a coordinate system wrt which we have inertial behaviour in the vicinity of that point.

## Quantum

### The Quantum Equivalence Principle

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## Classical

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Problem of Rel Grav.

$$\begin{array}{ccc} \text{NG} & \leftarrow \text{RG} & \rightarrow \text{SRFT} \\ & \text{GR} & \end{array}$$

## Quantum

The Quantum Equivalence Principle

for any given point it is possible to find a quantum coordinate system wrt which we have definite causal structure in the vicinity of that point.

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Problem of QG

$$\text{GR} \leftarrow \text{QG} \rightarrow \text{SRQFT}$$

# The Problem of Relativistic Gravity

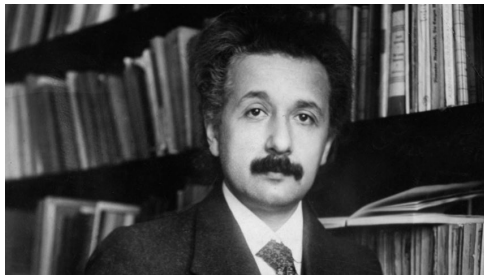
The problem faced by Einstein in early 1900's was this.

Newton Gravity  $\longleftarrow$  Relativistic Gravity  $\longrightarrow$  Spec. Rel. Field. Th.

Einstein's solution to this problem was the theory of General Relativity.  
The Equivalence Principle played a crucial role in this.

# General Relativity

Albert Einstein 1915 (age 36).



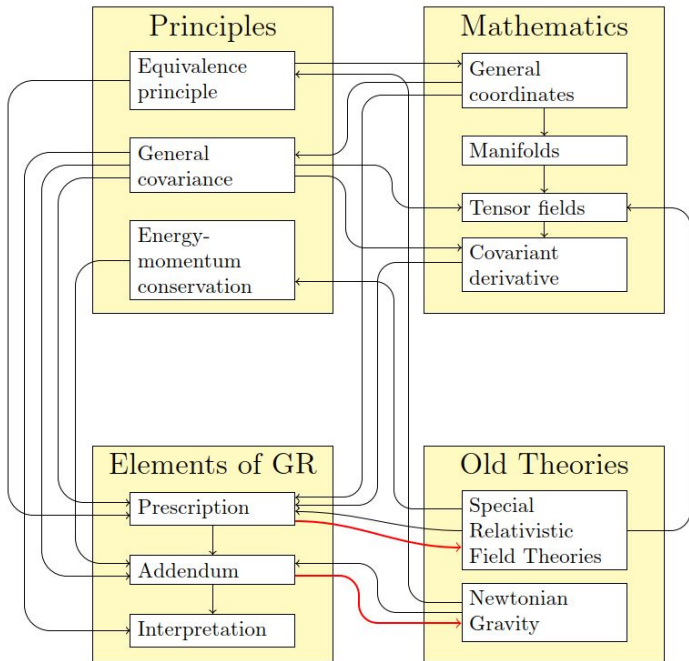
He completed possibly the most remarkable intellectual feat in history.  
How did he do it?

# Equivalence Principle - Einstein: “The happiest thought of my life”



**The Equivalence Principle:** *There always exists a coordinate system with respect to which we have inertial physics in the local vicinity of any given point.*

This reference frame is associated with a certain natural behaviour - that of falling bodies.





# Three Elements of General Relativity

General Relativity consists of three parts

A **prescription** to convert SR matter field eqns to GR matter field eqns.

$$\eta_{\bar{\mu}\bar{\nu}} \rightarrow g_{\mu\nu}$$

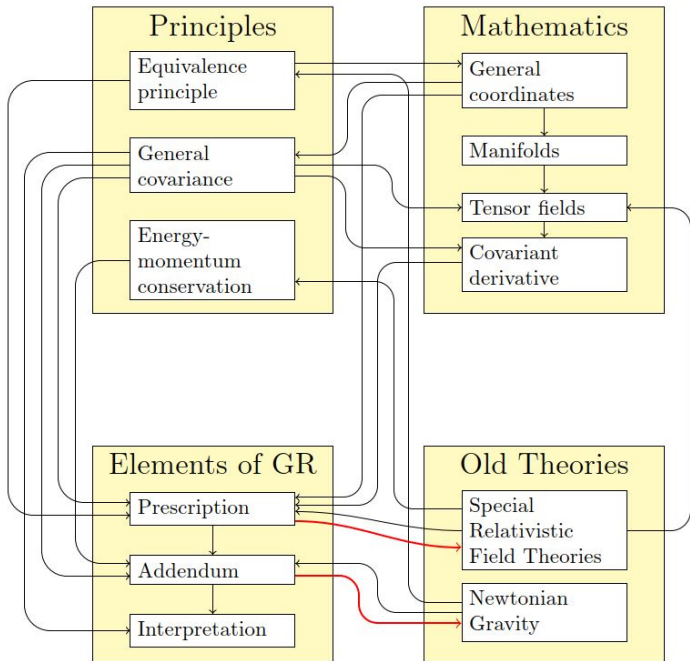
$$\partial_{\bar{\mu}} \rightarrow \nabla_{\mu}$$

$$x^{\bar{\mu}} \rightarrow x^{\mu}$$

An **addendum**. Now have an extra 10 real variables in  $g_{\mu\nu}$  so need 10 equations

$$G^{\mu\nu} = 8\pi T^{\mu\nu}$$

An **interpretation**. Beables are those quantities that are invariant under general coordinate transformations.



# How does GR solve the problem of RG?

Newton Gravity  $\longleftarrow$  Relativistic Gravity  $\longrightarrow$  Spec. Rel. Field. Th.

- ▶ In limit of no gravity there exists a global inertial reference frame such that  $\nabla_\mu = \partial_\mu$  and  $g_{\mu\nu} = \eta_{\mu\nu}$  and recover Special Rel. Field Theory (this comes from the prescription).
- ▶ The Einstein field equations (in the addendum) limit to Poisson's equation for the Newtonian Gravitational potential as  $c \rightarrow \infty$ .

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GR is even handed - it modifies both the less fundamental theories.

# The Great Project Today is Quantum Gravity

# The problem of Quantum Gravity

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This problem has much in common with the problem of Relativistic Gravity. Can we learn from Einstein?

# My efforts

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In recent years there has been a tremendous amount of progress on indefinite causal structure in Quantum Foundations community (boosted by papers by Chiribella, D'Ariano, Perinotti, Valiron, and by Oreshkov, Costa, and Brukner).

# Conservative and radical features of GR and QT

	GR	QT
conservative	deterministic	fixed causal structure
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Expect QG to be a probabilistic theory with **indefinite causal structure**.

# Quantum Reference Frames

Study of Quantum Reference Frames goes back to Aharonov, Susskind, Kaufherr

Recent work by Giacomini, Castro-Ruiz, and Brukner is ground breaking. Flaminia Giacomini will speak about Quantum Reference Frames at 16:40.

We can transform from one quantum reference frame to another. What appears to be in a superposition in one quantum reference frame may be classical in another.

In the current theory these quantum reference frames apply at a given time.



# Quantum coordinate systems

Einstein used (general) coordinate systems in setting up General Relativity. These cover space and time.

I want an analogous notion of (general) quantum coordinate systems.

In [arxiv:1903.01289](https://arxiv.org/abs/1903.01289) I show one way to implement such quantum coordinate systems.

# Classical description in General Relativity

The classical description of a spacetime is given by

$$u = \{(\Phi, p) : \forall p \in \mathcal{M}\}$$

where

$$\Phi = (\text{matter fields, metric field})$$

If we perform a diffeomorphism,  $p \rightarrow \varphi(p) = q$  then this induces

$$\varphi^* u = \{(\varphi^* \Phi, q) : \forall q \in \varphi(\mathcal{M})\}$$

This is the same physical situation. If we have a coordinate system, this induces

$$x^\mu \rightarrow x^{\mu'}$$

Relabeling of points.

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# Quantum Description

The path integral is

$$\int_{u \in V[a]} \mathcal{D}_u e^{iS/\hbar}$$

where  $u$  is the classical description. The information in this path integral is included in the following object

$$|\Psi] = \int \mathcal{D}u \, c_u |u]$$

We think of

$$|u]$$

as being a bit like a ket,  $|n\rangle$  (except that  $|u]$  is extended in space time).

# Quantum coordinate systems

$$|\psi\rangle = a \left| \begin{array}{c} \text{diagram 1} \end{array} \right\rangle + b \left| \begin{array}{c} \text{diagram 2} \end{array} \right\rangle + c \left| \begin{array}{c} \text{diagram 3} \end{array} \right\rangle + \dots$$

The image shows three hand-drawn diagrams, each enclosed in square brackets and preceded by a coefficient (a, b, c). Each diagram consists of a wavy, irregular surface. Three vertical lines are drawn through each surface, with small dots at the intersection points. The lines are continuous across the three diagrams, suggesting a common coordinate system or basis. The first diagram is the top one, the second is in the middle, and the third is at the bottom, followed by an ellipsis indicating further terms in the expansion.

# Quantum coordinate systems continued

A quantum coordinate system consists of two things.

1. An identification map between the points of the manifolds,  $\mathcal{M}_u$ , for the different  $|u\rangle$  (as in diagram).
2. A classical coordinate system.

# Quantum coordinate system transformation

A quantum coordinate system transformation consists of

1. A re-identification of points between the  $\mathcal{M}_u$
2. A transformation of the classical coordinate system.

Unlike in the classical case, points lose their identity under a quantum coordinate transformation.

# The Quantum Equivalence Principle

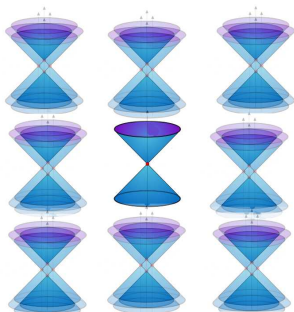
I propose the following

**The Quantum Equivalence Principle:** *There always exists a quantum coordinate system with respect to which we have definite causal structure in the local vicinity of any given point.*

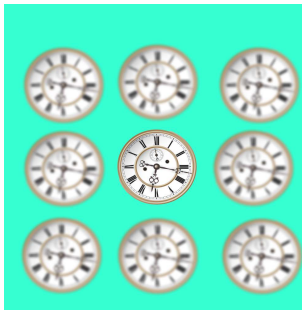


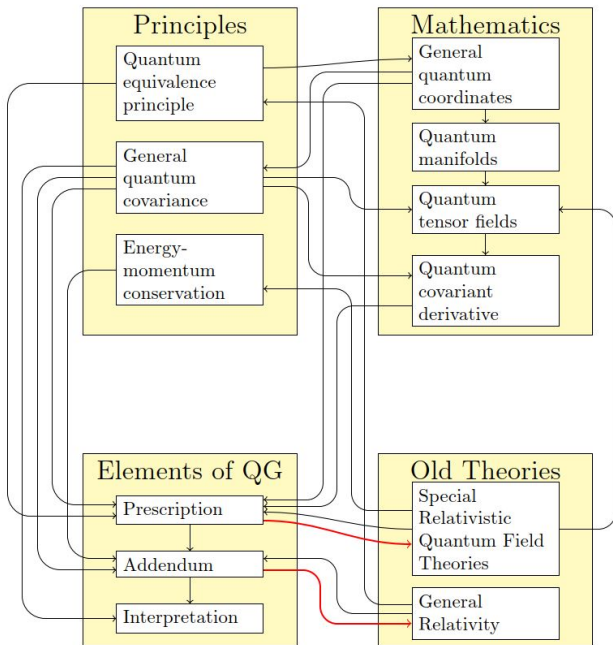
# Implementing the quantum equivalence principle

Can locally get all the light cones to line up (at a given quantum coordinate) by applying an appropriate quantum coordinate transformation (that keep that point fixed and “rotate” the lightcones till they match).



If conformal factors also match up then clock at  $p$  has a definite rate.





# Three elements for Quantum Gravity?

A prescription to convert SR quantum matter field correspondence functions to GR quantum matter field correspondence functions.

replace  $\eta_{\bar{\mu}\bar{\nu}} \rightarrow g_{\mu\nu}$  with quantum version

replace  $\partial_{\bar{\mu}} \rightarrow \nabla_{\mu}$  with quantum version

replace  $x^{\bar{\mu}} \rightarrow x^{\mu}$  with quantum version

An addendum. Now have some kind of quantum metric which introduces extra variables so need extra correspondence functions.

replace  $G^{\mu\nu} = 8\pi T^{\mu\nu}$  with quantum version

An interpretation. Beables are those quantities that are invariant under general quantum coordinate transformations.

# Speculation on the addendum

My speculation is that this addendum will provide causality conditions that generalize the causality conditions for fixed causal structure.

In particular, using the Quantum Equivalence Principle, it is possible to write down these causality conditions locally at a point in a quantum frame of reference that makes the causal structure definite in the vicinity of that point.

# Speculation on the interpretation

Beables are those quantities that are invariant under general quantum coordinate transformations.

The world, so constructed, may solve many of the interpretational problems of Quantum Theory.

My hope is that it will (i) solve the measurement problem (ii) provide a natural interpretation of quantum nonlocality.

# Conclusions



It is a long road to Quantum Gravity.  
But, with Einstein's help, maybe we will get there in the end.

